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Mastering Unity 2017 Game Development with C# - (Paperback)

By Alan Thorn

Packt Publishing Limited, United Kingdom, 2017. Paperback. Condition: New. 2nd Revised edition. Language: English. Brand new Book. Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017

About This Book* Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017* Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows.* Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is ForIf you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed.

What You Will Learn* Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game* Create enemy characters that act intelligently and make reasoned decisions* Use data files to save and restore game data in a way that is platform-agnostic* Get started with VR development* Use navigation meshes, occlusion culling, and Profiler tools* Work confidently with GameObjects, rotations, and transformations* Understand specific gameplay features such as AI enemies, inventory systems, and level design

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Reviews

It is great and fantastic. Better then never, though i am quite late in start reading this one. Your life period will likely be transform once you comprehensive reading this book.

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